# 1NT

# **1NT Opening & Responses**

The 1NT Opening shows 13-15 points with either:

- Any 4333 distribution, or
- Any 4432 distribution, or
- Any 5332 distribution with a 5-card Minor suit

You may elect to play a Variable 1NT Opening, in which case the normal method in this system is to open 1NT with 10-12 points when not vulnerable, and with 13-15 point when vulnerable. If you adopt this course, then your use of the 1♦ opening has to be adjusted accordingly, so that you open 1♦ with hands unsuitable at that vulnerability for a 1NT Opening.

Exceptionally, hands with a very weak 5-card Major suit (eg: xxxxx) may be opened with 1NT is they are otherwise semi-balanced, but even a suit such as Jxxxx should be opened with 1♥ or 1♠.

In practice, you can use whatever strength you like for your Opening 1NT bid. Some Precision pairs use a variable No Trump Opening, 10-12 when not vulnerable and 13-15 when vulnerable. This would affect the 1♦ Openings but no other part of the system. Any *increase* in the top of the range for an Opening 1NT will affect the 1♣ Openings, of course, and would be discouraged.

# **Initial Responses**

The basic scheme of response to 1NT follows. This scheme of responses also applies when Opener has opened 1♣ and rebid 1NT (via the Cambridge Heart Complex or not), but does *not* apply to a 1NT rebid after a 1♠ Opening:

- Normal Stayman. Says *nothing* about Responder's hand at this stage and simply asks

  -2♣ partner to bid a 4-card Major if they have one, and 2◆ otherwise. No other responses are permitted. See the section on <u>Stayman</u> below

  This is either...
  - A normal Transfer to Hearts, or
- The prelude to an invitational sequence.

See the Section on the 2-Way 2♦ Enquiry below.

- -2♥ A Transfer to Spades
- -2♠ A Transfer to Clubs
- -2NT A Transfer to Diamonds (*Note: NOT* a balanced invitation). See the section on <u>Transfers</u> below.
- -3♣ 16+, Alpha in Clubs unless a passed hand, in which case invitational with 6+ Clubs, unbalanced
- -3 16+, <u>Alpha</u> in Diamonds unless a passed hand, in which case invitational with 6+ Diamonds, unbalanced
- -3▼ 16+, <u>Alpha</u> in Hearts unless a passed hand, in which case invitational with 6+ Hearts, unbalanced
- -3♠ 16+, Alpha in Spades unless a passed hand, in which case invitational with 6+ Spades, unbalanced

- -3NT Natural and "to play".
- -4♠ Beta Control Ask (0-2 range unless after a 1♣ Opener in which case 0-4).
  - A transfer to Hearts, either pre-emptive or with no interest beyond game. The sequence
- -4♦ 1NT-2♦-2♥-4♥ is thus a mild slam try and Opener is justified in commencing a cue-bidding sequence with a good fit and good controls.
  - A transfer to Spades, either pre-emptive or with no interest beyond game. The sequence
- -4▼ 1NT-2▼-2♠-4♠ is thus a mild slam try and Opener is justified in commencing a cue-bidding sequence with a good fit and good controls.
- -4 A very distributional Minor 2-suiter (at least 6-5), but essentially weak and pre-emptive with no slam interest.
- -4NT This is *never* Blackwood, but 100% quantitative. It is very rarely used, however. See the Section on the 2-Way 2♦ Enquiry below.

## Stayman

This is one of the cornerstones of the 1NT Opening and is usually about the first convention that beginners are taught. A bid of 2♣ simple asks Opener if their hand contains a 4-card Major suit. In response

- -2 denies possession of a 4-card Major suit. Now:
  - -Pass implies that Responder has bid Stayman with a weak hand with something like 4450 shape (void in Clubs and 5-card Diamonds), a classic use of Stayman where Responder passes whatever Opener responds to the 2♣ Enquiry.

#### **EXAMPLE** One No Trump (1) Dealer South, E/W Vulnerable North Bidding ♠ 109xx South West North East **♥**xxxx 1NT<sup>(1)</sup> No 2\*(2) Nο Q10xxx 2•<sup>(3)</sup> No<sup>(4)</sup> No Νo West East **Explanations** <sup>(1)</sup> A typical 13-15 1NT Opener. (2) A classic hand where Stayman is the perfect answer. <sup>③</sup> South denies a 4-card Major. South <sup>(4)</sup> Here North passes *whatever* South bids. If South has no 4-card . Ах Major then it is odd-on that they have a 3-card Diamond suit [unless ♥ O. Iv exactly 3325] and even a 5-2 Diamond fit will play better than 1NT. AJxx **♣**Qxxx

- -2♥ is weak and "to play", with 5-card or longer Hearts and 4-card Spades
- -2♠ is weak and "to play", with 5-card or longer Spades and 4-card Hearts **EXAMPLE**



in this system is *mildly* invitational to 3NT, wanting to be in game only opposite a *maximum* Opening 1NT. **EXAMPLE** 

-2NT

One No	Trump (3)		Dealer South, All Vulnerable				
	North				Bidding		
West •	. Q109x ▼J98x • A10 • Q10x	East •	South 1NT 2• <sup>(2)</sup> No <sup>(4)</sup>	West No No No	North 2*(1) 2NT(3)	<b>East</b> No No	
<b>∀</b> ♦	South	*	invitation. <sup>(2)</sup> South der <sup>(3)</sup> 2NT now s	od intermediates iies a 4-card Majo shows interest in	planations mean he is just al or. 3NT only if South mid-range hand, al	is <i>maximum.</i>	

Contrast the sequence using the <u>2-Way 2</u> bid shown below where Responder invites Opener to show whether or not they are *better than minimum*.

#### **EXAMPLE**

One No	Trump (4)		Dealer So	Dealer South, N/S Vulnerable			
	North				Bidding		
West	♣ Qx ▼J9xx • Ax ♣ QJ10xx	East	South 1NT 2•(2) 3•(4)	<b>West</b> No No No	North 2• <sup>(1)</sup> 2• <sup>(3)</sup> 3• <sup>(5)</sup>	<b>East</b> No No No	
<b>♣</b> <b>∀</b>		* *	3NT <sup>(6)</sup>	No <b>Ex</b> i	No planations	No	
*	South		(1) Here North's good intermediates and slightly stronger hand is worth a strong invitation to game, so North uses the 2-Way 2.  ② South assumes it's a Transfer to Hearts and bids accordingly.  ③ Now the 2. rebid shows the invitational enquiry.  ④ South is better than minimum and so bids their lowest 4-card suit at the 3-level.  ⑤ North shows his 4-card Hearts.				

It will be seen from this that Responder does *not* guarantee possession of a 4-card Major when bidding 2♣, but they *do* guarantee that they can deal with any response Opener might make to the Stayman enquiry.

-3♣ in this system this shows the values for game but concern about one of the other suits, usually Diamonds, but occasionally about a Major. Stops are bid upwards from this point. If, however, Responder is a passed hand or it is clear that game values may not be present (eg: in a 1♣ sequence with a negative response), then this sequence simply shows a 5-card or longer (usually at least 6-card) Club suit with a 4-card major, and is just "to play".

One No T	Grump (5)		Dealer South, E/W Vulnerable			
	North			I	Bidding	
	<b>♣</b> Jxx		South	West	North	East
	<b>∀</b> AJx ◆ x		1NT	No	2 <b>&amp;<sup>(1)</sup></b>	No
	▼ x • AQJ10xx		2• <sup>(2)</sup>	No	3 <b>♣<sup>©)</sup></b>	No
West		East	3 <b>♥<sup>(4)</sup></b>	No	5 <b>♣<sup>©</sup></b>	No
•		•	No <sup>(6)</sup>	No		
·		· ·		Ex	planations	
÷	South	•		a game-going ha via Stayman.	nd but a marked [	)iamond weakness,
	<b>A</b> Qx		(2) South den	ies a 4-card Majo	or.	
	¥AQX VKQx ◆109xx ◆Kxx		<sup>(3)</sup> 3♣ now sh 3 suits, askir	about one of the other		
			(4) South shows his Heart stop, thereby denying a Diamond stop.			
			<sup>(5)</sup> North now	jumps to 5🍇 kno	wing that 3NT is n	ot going to make.
			<sup>(6)</sup> South kno	ws this is a sign-	off rather than an i	nvitation to slam.

- -3♦ in this system this shows the values for game but concern about *Clubs*. Opener bids 3NT with decent Club values or may bid a 3-card Major otherwise. If, however, Responder is a passed hand or it is clear that game values may not be present (eg: in a 1♣ sequence with a negative response), then this sequence simply shows a 5-card or longer (usually at least 6-card) Diamond suit with a 4-card major, and is just "to play".
- -3♥ is invitational with 5-card or longer Hearts and 4-card Spades. Continuations natural.
- -3♠ is invitational with 5-card or longer Spades and 4-card Hearts. Continuations natural.
- -3NT is natural and "to play".
- -2 shows *any* hand containing a 4-card Heart suit, even if it also contains a 4-card Spade suit. Continuations are as follows:
  - -Pass implies that Responder has bid Stayman with a weak hand with both Majors, one being of 4-card length and the other 5-card or longer.
  - shows a 4-card Spade suit but is forcing. It denies having 4-card Hearts, but does

    -2♠ promise the values for at least a raise to 2NT. Opener bids 2NT or 3♠ with any
    minimum or mid-range hand (depending on whether or not they have a 4-card Spade
    fit) or 3NT or 4♠ with a maximum hand.
    - in this system is *mildly* invitational to 3NT, wanting to be in game only opposite a *maximum* Opening 1NT. Contrast the sequence using the 2-Way 2• bid shown below
  - -2NT where Responder invites Opener to show whether or not they are *better than minimum*. This rebid specifically denies having a 4-card Major (otherwise Responder would bid 2♠ or raise Hearts).
    - in this system this denies a 4-card Major, shows the values for game but concern about Spades or Diamonds (and usually implies a 5+-card Club suit). Stops are bid
  - -3♣ upwards from this point. If, however, Responder is a passed hand or it is clear that game values may not be present (eg: in a 1♣ sequence with a negative response), then this sequence simply shows a 5-card or longer (usually at least 6-card) Club suit with a 4-card Spade suit, and is just "to play" (or Opener can correct to 3♠.
  - -3• in this system this denies 4-card Hearts, shows the values for game but concern about *Clubs*. Opener bids 3NT with decent Club values or may bid a 3-card Spade suit otherwise. If, however, Responder is a passed hand or it is clear that game values

may not be present (eg: in a 1♣ sequence with a negative response), then this sequence simply shows a 5-card or longer (usually at least 6-card) Diamond suit with a 4-card Spade suit, and is just "to play" (or Opener can correct to 3♠ if they have 4-card Spades as well.

One No	One No Trump (6)		Dealer No	Dealer North, None Vulnerable				
	North				Bidding			
	<b>.</b> QJxx		North	East	South	West		
	♥Qx		No	No	1NT	No		
	• x		2 <b>&amp;<sup>(1)</sup></b>	No	2 <b>♥<sup>(2)</sup></b>	No		
West	<b>.</b> KJ10xxx	East	3 <b>♣<sup>(3)</sup></b>	No	3 <b>∳<sup>(4)</sup></b>	No		
<b>.</b>		<b>.</b>	4 <b>∲</b> <sup>(5)</sup>	No	No	No		
<b>Y</b>		· ·		Ex	planations			
*		*		ust short of an inv	- itational hand, so բ	roceeds via		
	South ◆AKxx		Stayman.  (2) South shows his cheapest 4-card Major.  (3) A passed hand, North now signs off with 3.					
	<b>∀</b> KJxx <b>◆</b> 10xx		(4) Since on this sequence it is likely that North has 4-card Spades, South makes another try with their maximum hand.					
	<b>.</b> Ах			(5) North re-evaluates their hand. All their points appear to be "working" and so they bid the game.				

- -3♥ A natural invitation to game in Hearts
- -3♠ A cue-bid for Hearts or can be played as <u>Eta</u> in Hearts with a 16+ hand.

#### **EXAMPLE**

One No	One No Trump (7)		Dealer North, All Vulnerable				
	North				Bidding		
	<b>.</b> Q10xx		North	East	South	West	
	▼Axxx		1NT	No	2 <b>♣<sup>(1)</sup></b>	No	
	◆ Ax • KJx		2 <b>♥</b> <sup>(2)</sup>	No	3 <b>∳<sup>(3)</sup></b>	No	
West	₹NJX	East	4 <b>♣</b> <sup>(4)</sup>	No	4• <sup>(5)</sup>	No	
٠		<b>.</b>	5 <b>♣<sup>(6)</sup></b>	No	5• <sup>(7)</sup>	No	
<b>Y</b>		Y	6 <b>♥</b> <sup>(8)</sup>	No	7 <b>♥</b> <sup>(9)</sup>	No	
•			No	No			
-	South			Ex	planations		
	<b>.</b> AKx		<sup>(1)</sup> South hea	ading to 6NT rega	rdless so no need	for the 2-Way 2♦.	
	♥KQJx		North sho	ws his Hearts.			
	♦ K109x		<sup>(3)</sup> Eta in He	arts.			
	<b>♣</b> Ах		(4) One top Honour without the Jack.				
			<sup>(5)</sup> Beta				
			<sup>(6)</sup> 5 Controls	s [South now kno	ws they have every	thing].	
			✓ South asl	ks in Diamonds [6	Epsilon].		
			(8) 1st and 3rd [AQx, AQ or Ax].				
						out a reasonable shot.	

- -3NT shows exactly 3433 shape and values for game.
- -24 shows 4-card Spades and denies 4-card Hearts. Continuations are as follows:
  - -Pass implies that Responder has bid Stayman with a weak hand with both Majors, one being of 4-card length and the other 5-card or longer.
    - This denies 4-card Spades (may have 4-card Hearts) and in this system is *mildly*
  - -2NT invitational to 3NT, wanting to be in game only opposite a *maximum* Opening 1NT. Contrast the sequence using the 2-Way 2◆ bid shown below where Responder invites Opener to show whether or not they are *better than minimum*.
  - -3♣ in this system this denies 4-card Spades, shows 4-card Hearts and a 5-card or longer Club suit in a hand of invitational strength. Continuations are natural.
  - -3• in this system this denies 4-card Spades, shows 4-card Hearts and a 5-card or longer Diamond suit in a hand of invitational strength. Continuations are natural.
  - -3♥ shows 6-card Hearts and 4-card Spades, invitational.
  - -3♠ A natural raise in Spades
  - -3NT shows exactly 4333 shape and values for game.



It will be seen from the above that there are specific circumstances where Stayman is more appropriate than the 2-Way 2 • sequences, and that Stayman is also more appropriate with invitational hands than transfers, since the showing of a second suit after a transfer is always forcing.

## **4-Suit Transfers**

## **General Issues**

Transfers are such an incredibly useful device that it is criminal not to obtain the advantage of using them for all four suits equally. Consequently the 1NT responses in this system are built around 4-suit transfers, which means that there is a specific bid to transfer to each of the four suits. You will have seen from the 1NT Summary at the top of the page that  $2 \triangleq$  is a transfer to Clubs and 2NT a transfer to Diamonds rather than being a balanced raise.

In general transfers to Minor suits are only used with 2-suited hands or unbalanced single-suited hands with 6-card or longer suits. By contrast, transfers to Major suits are normally made with any hand containing a 5-card Major, whatever the distribution of the remainder of the hand. New suits after transfers are always forcing whereas new suits after Stayman tend to be invitational, although there are exceptions (See above).

Please note that in this system the sequence 1NT-2 - 2 - 2 does **not** show a Major 2-suiter with longer Hearts, but is part of the 2-Way 2 sequence. To show the major 2-suiter, responder must rebid 3.

# No Trump Rebids after Transfers

A 2NT or 3NT rebid after a transfer to a major simply shows a semi-balanced hand with a 5-card major and gives Opener the option as to where to play. A 3NT rebid after a transfer to a *Minor* suit (except where Opener has broken the transfer - see below) conveys a different message because a semi-balanced hand with a minor suit tends to be treated as balanced. Now this is a mild slam try showing an upper-range raise to 3NT. Opener can continue past 3NT if maximum themselves with good controls, a good trump fit and a hand that is not 3334.

One No Trump (9)	Deal	Dealer South, All Vulnerable			
North			Bidding		
<b> A10</b> x	Sout	h West	North	East	
<b>∀</b> Kx	1NT	No	2 <b>∳<sup>(1)</sup></b>	No	
◆ Qx • AQJ9xx	3 <b>♣</b> <sup>(2)</sup>	No	3NT <sup>(3)</sup>	No	
	<b>∃ast</b> 4• <sup>(4)</sup>	No	5 <b>♣<sup>(5)</sup></b>	No	
<b>•</b>	6 <b>♣<sup>(6)</sup></b>	No	No	No	
·		ı	Explanations		
•	(1) Tra	nsfer to Clubs.			
South		spite his maximum S t so just completes		ood enough for a super-	
<b>∀</b> AQxx		ation with good 6-c: rt with, hiding his Cl	ard Clubs. If not, North ubs.		
◆ K10xx • Kx		(4) South now good enough to investigate. This is Beta because Clubs have been bid/agreed.			
	<b>ூ</b> 5 €	ontrols.			
	<sup>(6)</sup> Kn	ows North must have	e K♥ as well as two	of the missing Aces.	

## **Breaks of Transfers**

## (1) General

"Breaking" a transfer is any action where Opener does not complete the transfer as requested. Transfers are only *ever* "broken" from *strength* and an *excellent fit* for Responder's suit. They are *never* broken because of a poor fit for partner's suit. This is because Opener's hand is much more of a known quantity than Responder's hand. Breaks of Major suit transfers always promise decent 4-card support for Responder's suit, a maximum hand, and good controls. Breaks of Minor-suit transfers do not promise 4-card support, since the emphasis is normally on reaching a 3NT contract in these circumstances unless responder is very strong, but they do promise at least 3-card support, normally with at least 1 of the top three honours, a maximum hand outside and decent "pure" values outside. A break of a transfer is always initially saying that Opener would accept an invitation to game.

## (2) Breaks of Transfers to Major Suits

Over transfers into a Major suit, Opener has two commonly accepted methods of breaking the transfer:

(a) They bid the *cheapest* first-round control they hold or

One No ?	Irump (10)		Dealer So	Dealer South, None Vulnerable				
	North			Bidding				
	<b>.</b>		<b>South</b> 1NT 3◆ <sup>(2)</sup>	<b>West</b> No No	North 2• <sup>(1)</sup> 4• <sup>(3)</sup>	<b>East</b> No No		
West	±10///	East	No	No				
* <b>Y</b>		* *	(1) North tran	<b>Ex</b> sfers to their Hea	planations			
*	South ◆ KQxx ▼AQxx ◆ A10x	٠	<ul> <li>With a maximum, 4432 shape and good 4-card Heart support, South breaks the transfer by cue-bidding their cheapest 1st-round control.</li> <li>Although North's hand is not quite worth an invitation, the knowledge of a maximum hand with good trump support is enough to</li> </ul>					
	◆10x		tip the scale	5.				

(b) They show a "worthless doubleton" (ie: a suit with xx) if they have one.

#### **EXAMPLE**

One No	Trump (11)		Dealer So	Dealer South, E/W Vulnerable				
	North			Bidding				
	∳ x ♥KJxxxx ∳ Ax		South 1NT	West No	North	<b>East</b> No		
West	Ф9ххх	East	3 <b>♣<sup>(2)</sup></b> No	No No	4 <b>♥</b> <sup>(3)</sup>	No		
<b>.</b> ♥		<u>*</u>						
<b>*</b>		•		Ex	planations			
÷		÷	(1) North tran	sfers to their Hea	irts.			
	South <b>∳</b> KQxx			aximum and good oubleton" by bidd	l Heart support, So ing 3♣.	outh shows their		
	<b>∀</b> AQxx <b>◆</b> KJx		<sup>(3)</sup> North kno	ws none of his va	lues are wasted a	nd bids the game.		
	<b>№</b> 10x							

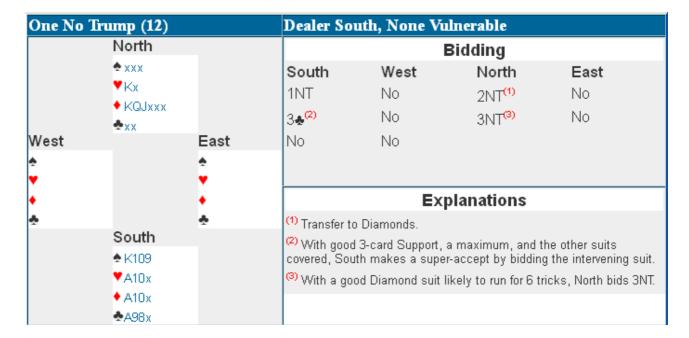
There is not a huge amount to choose between these methods. (a) potentially launches the partnership very cheaply and efficiently into a cue-bidding sequence if Responder is at least of game-going strength. (b), on the other hand, gives responder a good idea of how the hands are fitting and where Opener's values are. If you are going to use method (b) and are using Asking Bids, it is recommended that Opener bids the suit *below* their worthless doubleton rather than the suit itself, and now the doubleton suit becomes available for a cheap <u>Beta</u> Ask.

## (3) Breaks of Transfers to Minor Suits

Breaks of transfers to Minor suits are *always* achieved in the same way which is by bidding the suit immediately below the suit (ie: the intervening suit):

- (a) 1NT-2♠-2NT rather than bidding 3♣, and
- (b) 1NT-2NT-3♣ rather than bidding 3♦.

#### **EXAMPLE**



In this way a Responder with a very weak single-suiter can cheaply refuse the invitation by converting to their Minor at the 3-level.



# 2-Way Two Diamond

## Introduction

As you will see from the 1NT Summary at the top of the page the sequence 1NT-2 has two possible meanings, being either a normal transfer to Hearts or the prelude to an invitational and/or exploratory sequence. This is a convention I devised back in the early 1980's and is achieved in the following way:

Opener initially assumes that the 2• bid is a transfer to Hearts and bids accordingly (including breaking the transfer if necessary, since this gives Responder most of the information they are after anyway). If Opener does not break the transfer, then *any* rebid by Responder other than 2• confirms the Heart transfer and bidding proceeds exactly as normal.

One No	Trump (14)		Dealer So	Dealer South, None Vulnerable				
	North			ı	Bidding			
	<b>∲</b> Kx		South	West	North	East		
	<b>∀</b> KQJxxx		1NT	No	2• <sup>(1)</sup>	No		
	◆ AQxxx ♣-		2♥	No	3• <sup>(2)</sup>	No		
West		East	3 <b>♥</b> <sup>(3)</sup>	No	4 <b>∳<sup>(4)</sup></b>	No		
٠		<b>.</b>	6• <sup>(5)</sup>	No	7 <b>•</b> <sup>(6)</sup>	No		
<b>Y</b>		Y	No	No				
*			Explanations					
_	South	-	<sup>(1)</sup> Transfer to	(1) Transfer to Hearts.				
	<b>♦</b> A10		<sup>(2)</sup> Forcing.					
	<b>∀</b> Ахх		<sup>(3)</sup> Given the	<sup>(3)</sup> Given the principle of fast arrival, this is more encouraging than 4♥.				
	♦ K109x		<sup>(4)</sup> Splinter in	(4) Splinter in the "suit below" showing a Club shortage.				
	<b>.</b> • Q98x		<sup>(5)</sup> South knows his controls are working well so this means "pick a slam", confirming good Diamond support as well.					
			and bids the	Grand Slam. If S		e hand is fitting well significant values in t.		

The special sequence only kicks in if Responder rebids 2♠.

# **Opener's Initial Action after 1NT-2**♦-2♥-2♠

The 2♠ rebid is made with two possible hand-types:

- (1) A normal invitational hand where Responder wants to be in 3NT opposite a better-than-minimum hand, or
- (2) A much stronger responding hand interested in a possible slam and wanting to find out more about Opener's range and exact distribution cheaply before bypassing the 3NT level. This hand-type is usually balanced but might be 4441-shape or a distributional 2-suiter.

The 2♠ rebid initially asks Opener to do one of two things

- (a) To Rebid 2NT with a *minimum* hand, or
- (b) To do something else with any hand that is *better than minimum*.

(Contrast the Stayman sequence where Responder is only interested in game if Opener is *maximum*). The "something else" normally consists of Opener bidding his lowest 4-card suit at the 3-level. The other option is to rebid 3NT rather than 2NT and this shows a hand with 3334 or 3343 shape (ie: with a 4-card Minor).

# If Opener rebids 2NT

If Opener rebids 2NT and Responder has hand-type (1) above (ie: the normal invitational hand), then responder simply passes, since Opener has shown a minimum hand. Any other action by Responder shows hand-type (2) above and is game-forcing. The fact that Opener is minimum does

not necessarily mean that Responder has given up on the possibility of a slam. If Responder continues beyond 2NT in this fashion, then they normally start bidding 4-card (or longer) suits upwards at the 3-level in search of a fit. Now suits are bid upwards towards 3NT and 3NT is *bypassed* when/if a fit is found. This can be done by explicitly agreeing the suit at the 4-level or by cue-bidding the cheapest 1st-round control held at the 4-level (whichever is the cheapest - See the examples below). If Responder simply rebids 3NT over 2NT then this tends to show a very strong but flat hand with a 4-card Minor no longer interested in slam.

# If Opener rebids a suit at the 3-level

If Opener shows a better-than-minimum hand by bidding a suit at the 3-level then 4-card suits continue to be bid upwards towards 3NT. The difference here is that Opener is not allowed to bypass 3NT unless a Major-suit fit is found, since Responder may only have the normal invitational hand. Responder *is* allowed to go beyond 3NT to show a Minor suit fit. As above a fit is shown by either explicitly agreeing it at the 4-level or by cue-bidding the cheapest 1st-round control held.

One No	One No Trump (15)			Dealer South, None Vulnerable				
	North			Bidding				
	<b>.</b> Kx		South	West	North	East		
	<b>∀</b> KQJx		1NT	No	2• <sup>(1)</sup>	No		
	◆ Axx ••Axxx		2♥	No	2 <b>∳<sup>(2)</sup></b>	No		
West	*^**	East	3 <b>♥</b> <sup>(3)</sup>	No	4 <b>♣<sup>(4)</sup></b>	No		
٠		•	4• <sup>(4)</sup>	No	4 <b>♥</b> <sup>(5)</sup>	No		
<b>Y</b>		Y.	4 <b>♠<sup>(4)</sup></b>	No	5 <b>♣<sup>(4)</sup></b>	No		
*			6 <b>♥</b> <sup>(6)</sup>	No	No	No		
-	South			Explanations				
	<b>♠</b> A10xx		(1) Transfer to	(1) Transfer to Hearts [2-Way 2•].				
	▼Axxx ◆K10x		(2) Invitationa 2/3-level.	(2) Invitational Enquiry. This way North can explore for slam at the 2/3-level.				
	<b>.</b> •Kx		<sup>(3)</sup> With bette	<sup>(3)</sup> With better than minimum, South shows his cheapest 4-card suit.				
			<sup>(4)</sup> Cue-bid.	(4) Cue-bid.				
			(5) Rolling					
	(cannot be a sign-off since no suits have been i					e cue-bids)		
			(6) Knows the Grand Slam		and the small slam	must be there, but a		

A 3NT rebid by responder is *always* "to play". If Opener ends up bidding 3NT and Responder now bids 4NT, this asks Opener to show any 4-card Minor-suit fit that has been "concealed" (because Opener is not allowed to bypass 3NT) and Opener shows the suit or *passes* (ie: Responder cannot go this route if they want to play in 6NT regardless).

## If Opener rebids 3NT rather than 2NT

If Opener rebids 3NT to show a better-than-minimum hand but with 3334 or 3343 shape, then with the normal invitational hand, Responder simply passes. Any other action shows the very strong hand. Now 4♣ is Beta and 4♦ asks Opener to bid 4♥ with 4-card Clubs, and 4♠ with 4-card Diamonds. Any other bids are natural and "to play" or invitational.

# **Examples**

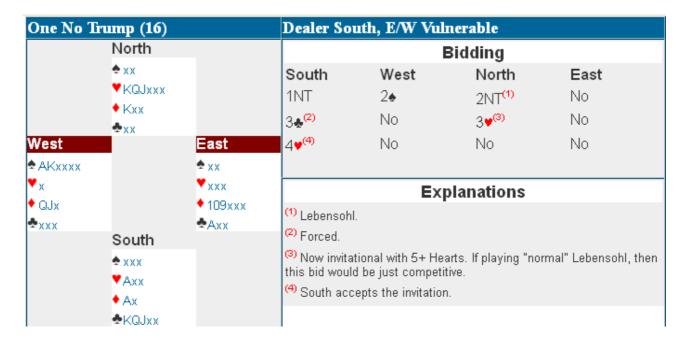
Sequence	Explanation
1NT-2 <b>♦</b> -2 <b>▼</b> -2NT	Confirms the Heart Transfer, a semi-balanced invitation.
1NT-2 <b>♦</b> -2 <b>♥</b> -3 <b>♣</b>	Confirms the Heart Transfer, a Heart/Club 2-suiter, forcing.
1NT-2 <b>♦</b> -2 <b>▼</b> -3 <b>♠</b>	Confirms the Heart Transfer, a Major 2-suiter with longer Hearts, forcing
1NT-2 <b>♦</b> -2 <b>♥</b> -4 <b>♥</b>	A mild slam invitation in Hearts (a hand not remotely interested in slam would go the 1NT-4 route)
1NT-2 <b>♦</b> -2 <b>▼</b> -2 <b>♦</b> -3 <b>♦</b> -3 <b>▼</b> -3NT	Opener here <i>must</i> be 5332-shape with 5-card Diamonds. They have no 4-card Major and have also denied having a 4-card Club suit by bypassing it. With 3343 shape they would have rebid 3NT rather than 3.

1NT-2 <b>♦</b> -2 <b>♥</b> -2 <b>♠</b> -3 <b>♦</b> -3 <b>♥</b> -4 <b>♣</b>	Opener here clearly has 4-card Diamonds <i>and</i> 4-card Hearts. The 4* agrees Hearts and shows a Club control. Responder can convert to 4* with any normal hand or continue the cue-bidding sequence with a slam-invitational hand.
1NT-2 <b>♦</b> -2 <b>♥</b> -2 <b>♠</b> -2NT-3 <b>♥</b> -3NT	Opener here is minimum (2NT rebid) and Responder has the very strong hand-type. Responder has shown 4-card Hearts and denied a 4-card Minor. Opener has denied a 4-card Major. From here Responder can accept defeat and pass, show a second suit with a big 2-suiter or bid on towards 6NT.
1NT-2♦-2♥-2♠-2NT-3♦-3♥- 3♠-4♦	Opener here is minimum (2NT rebid) and Responder has the very strong hand-type. Responder has shown 4-card Diamonds and Spades and denied a 4-card Heart suit. Opener has agreed Spades and shown first-round control of Diamonds (and denied first-round control of Clubs).
1NT-2 <b>♦</b> -2 <b>▼</b> -2 <b>♦</b> -3NT-4 <b>♦</b> -4 <b>♦</b>	Here Opener has shown a better-than-minimum flat hand with 3NT. Responder has shown the strong hand-type by continuing with 4♦ and 4♠ from Opener agrees Diamonds, shows a Spade control and denies a Heart control, since they cannot have 4-card Spades (the 3NT rebid denies a 4-card Major).

## Transfer Lebensohl (aka Rubensohl)

For complete details on Lebensohl and Transfer Lebensohl please see the <u>Lebensohl</u> page specifically covering this topic. What follows is a brief description of Transfer Lebensohl, which is what I would recommend that you play when opponents interfere at the 2-level over your 1NT opening. Interference over 1NT can make action by Responder difficult if you are not using Lebensohl of some kind: If not using Lebensohl, then suit bids at the 3-level have to be either "to play" or invitational or forcing but cannot be all three at the same time. Similarly it is difficult for Responder to explore for a 4-card Major-suit fit safely *and* at the same time show or deny a stop in the opponents' suit (in case a fit is not found). Transfer Lebensohl overcomes *all* of these potential problems. When opponents overcall a 1NT Opening at the 2-level, then action by Responder is as follows:

- 2-level suit bids are merely competitive and "to play" with no interest in game.
- 2NT is the "Lebensohl" bid and commences what are called "slow" sequences. At this stage 2NT says *nothing* whatever about their hand. It simply commands Opener to rebid 3♣, after which Responder will clarify their hand-type:
  - Pass shows a hand merely wanting to compete in Clubs
  - A new suit bid is *invitational* whether or not it could have been bid at the 2-level. It says nothing at all about Responder's holding in opponents' suit



• A cue-bid of the opponents' suit shows values for 3NT, 4-card interest in any unbid Majors and also promises a stop in opponents' suit.



- A rebid of 3NT shows values for game, denies any interest in unbid Majors, but promises a stop in opponents' suit
- Immediate bids at the 3-level are called "fast" bids and, with the exception of 3NT, are all *transfers* into the next suit up. In all cases it is the suit that is being transferred *into* that matters, *not* the suit that is being bid:
  - Transfers into a new suit are either weak or strong (if the suit could have been bid at the 2-level, then clearly they are strong). Opener completes the transfer and Responder then passes with a weak hand or bids again with a forcing game-going variety. Normal arrangements for breaking transfers apply. When Opener completes the transfer, Responder is able to take whatever action they like, to pass, bid 3NT,

show a second suit or bid game in their first suit.

#### **EXAMPLE**

One No Trump (18)			Dealer So	Dealer South, N/S Vulnerable				
	North			Bidding				
	<b>♠</b> X		South	West	North	East		
	<b>∀</b> KQJx		1NT	2♠	3 <b>♣<sup>(1)</sup></b>	No		
	◆ KQxxxx <b>.</b> •Jx		3•	No	3 <b>♥</b> <sup>(2)</sup>	No		
West	±0X	East	3NT <sup>(3)</sup>	No	No <sup>(4)</sup>	No		
AQ10xxx		<b>♠</b> XX						
<b>∀</b> x		<b>∀</b> xxxxx	Explanations					
<b>♦</b> Jxx		<b>1</b> 09	(1) Transfer to Diamonds [weak or strong]					
<b></b> Ахх	South	<b>.</b> *Kxxx	(2) North shows his second suit and now promises a game-strength hand. (3) With no good fit for either red suit and strong Spades, South bids the best-looking game. (4) North has to trust South's decision.					
	<b>∲</b> KJxx <b>∀</b> Axx							
	<b>♦</b> Ax							
	<b>.</b> Q109x							

- A transfer into Opponents' suit is a "fast" cue-bid of their suit, showing values for 3NT and interest in any unbid Majors, but *denying* a stop in Opponents' suit (Whereas the "slow" cue-bid promises a stop). Bidding from here is natural. Opener can show any unbid Major they hold or bid 3NT naturally if they have values in opponents' suit. If they have no Major and no stop, then they can bid a 3-card Major or a 4-card Minor.
- A "fast" 3NT shows values for game, denies interest in unbid Majors and denies a stop in Opponents' suit. Typically, it shows a long running Minor with values in the Majors. Opener passes with a stop in opponents' suit or converts to 4. otherwise.

One No Trump (19)			Dealer So	Dealer South, N/S Vulnerable				
	North			Bidding				
Wast	<b>•</b> x ♥ Qxx • AKQxxxx <b>•</b> Jx	Foot	South 1NT No <sup>(2)</sup>	<b>West</b> 2 <b>∳</b> No	North 3NT <sup>(1)</sup>	<b>East</b> No		
West		East						
♣ AJ109xx		<b></b> xxx						
<b>∀</b> xx		▼xxxxx	Explanations					
◆ x ••Axxx	0	• 109 • 10xx	(1) A fast 3N Hearts.	(1) A fast 3NT, showing values, no Spade stop and no interest in Hearts.				
	South ♣ KQx ♥Axx		(2) Given South's hand, it's more than likely that North's bid is based on a long Diamond suit, so South passes with good Spade values.					
	◆ Jxx ◆ Jxx • KQ9x							

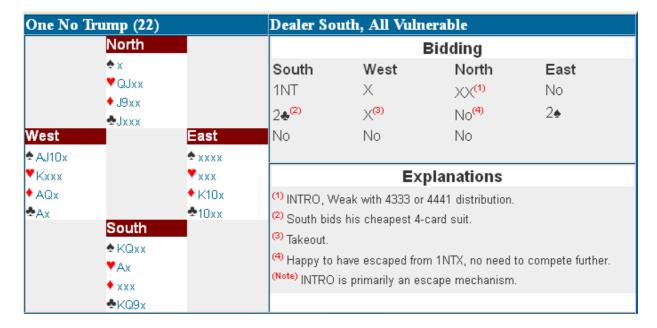
• A "fast" transfer into Diamonds followed by a cue-bid of opponents' Major suit specifically shows a running Diamond suit and exactly a half-stop in their Major, asking for additional assistance in the suit. eg: 1NT-(2♥)-3♣-3♦-3♥. Unfortunately this option is not available with a Club suit.

As you can see, Transfer Lebensohl allows almost all possible hand-types to be shown. The only exceptions are invitational-strength hands with Clubs and hands with long Clubs and a half-stop in Opponents' suit. You can always show interest in any unbid Major suits and at the same time show or deny a stop in the opponents' suit. Competitive and strong hands can always be shown and the sequences are flexible enough to be able to cope with most contingencies.

# INTRO (1NT Redouble = 0)

The is an escape mechanism when opponents double your partner's 1NT Opening. Most people play "System Off" once opps double their 1NT Opening, otherwise Responder has no easy escape into a long Minor suit. The scheme of actions by Responder using INTRO is as follows:-

- Immediate 2-level suit bids are weak and "to play", promising a 5-card or longer suit
- **Immediate 3-level suit bids** are invitational, promising at least a 6-card suit in an unbalanced hand where Responder has at least 1 shortage and no desire to play in 1NTX.
- **Redouble** shows a *weak* hand with either 4333 or 4441 distribution and asks Opener to bid their cheapest 4-card suit. Responder then passes with any 4333 hand or bids the next suit up if they have a 4441 type and Opener has bid their singleton. Bidding stops as soon as at least a 4-3 fit is found.



Optionally you can add an invitational 3-suiter hand-type to the Redouble (ie: 11-13 with 4441 or perhaps 5431 shape). This is shown by *raising*the suit Opener bids if they have hit one of your 4-card suits, or bidding 2NT if Opener has hit your shortage.

- Pass commands Opener to redouble and is either
  - **Strong** (Any hand that wants to defend 1NT redoubled goes this route and Responder simply passes over the redouble by Opener, forcing Opps to takeout or risk 1NT redoubled making) or

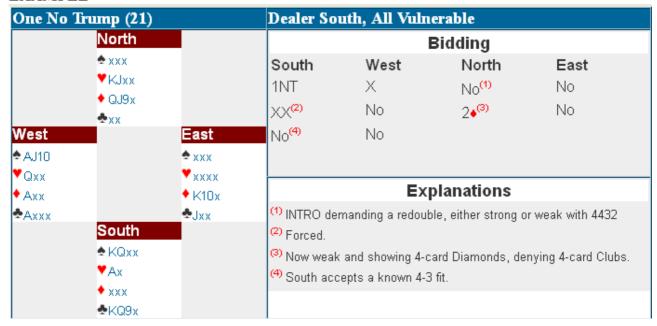
#### **EXAMPLE**

One No Trump (20)		Dealer So	Dealer South, All Vulnerable				
	North		Bidding				
West	± xx ▼KJxx • KQ109x ±Jx	East	South 1NT XX <sup>(3)</sup> X <sup>(6)</sup>	West X <sup>(1)</sup> No No	North No <sup>(2)</sup> No <sup>(4)</sup> No <sup>(7)</sup>	<b>East</b> No 2 <b>♥<sup>©</sup></b> No	
♣ AJ10x ▼ Qxx • Ax • Axxx	South ◆ KQxx ▼ Ax ◆ xxx ◆ KQ9x	<ul><li>xxx</li><li>xxxx</li><li>√xx</li><li>xxx</li></ul>	Explanations  1 A perfectly reasonable double against a 13-15 NT Opening  2 INTRO, either strong or weak with 4432 distribution. This demands a redouble from partner if East passes.  3 Forced.  4 Now showing a wish to play in 1NT redoubled [which is a game, of course]  5 In desperation.  6 For takeout, given that partner has decent values.  7 Quite happy to defend against 2▼X				

• [Optionally] **Invitational** with an 2-suiter, normally at least 5-5 in shape. Responder shows this hand-type by jumping to the 3-level in their *lowest*-ranking suit over the redouble. Opener passes (or raises) or bids the cheapest suit in which they would *not* accept an invitation to game. eg: in the sequence 1NT-(X)-No-(No)-XX-(No)-3\ddot-3\ddot-

- 4♥ Responder shows an invitational 2-suiter with 3♦. Opener's 3♠ bid says "I prefer Spades to Diamonds, but have no game interest there, but I do have game interest in Hearts if that is your second suit".
- Weak with any 4432 distribution. With this hand-type Responder bids his lowest 4-card suit at the 2-level over the redouble and 4-card suits are bid upwards until at least a 4-3 fit is found.

#### **EXAMPLE**



When 1NT is doubled, no scheme of responses is 100% foolproof (One weakness with INTRO is when Responder has a weak 1444 distribution with a singleton Spade and Opener has 4333 distribution with a 4-card Spade suit. This means playing in a 4-3 fit at the 3-level, almost certainly doubled and one alternative is to treat 1444 hands as if they as were 2344 shape). INTRO does cater for most eventualities, however, and most importantly does give Responder a mechanism both to escape with a weak hand lacking a 5-card suit *and* to punish opponents when they have a hand capable of defending 1NT.